Minutes of meeting week 2(9/23-9/30):

1. Today we decided the game that the team needs to develop. It will be like a platformer game with an option for the game player to use shooting as a weapon to defend himself and progress through the game by collecting points.
2. Discussed game features:
3. Game Map - Reference - <https://github.com/Adhesion/ld30/>
4. Features:
5. Front page:

* Will display different levels (game difficulty)
  + 1. Easy
    2. Medium
    3. Hard
* Top five player list (based on scores)
* User name text box to enter the name
* Should have a landing page with image
* Display game controls.

1. Each level should have three stages
2. Enemy:

* Area bounded horizontal moving enemy object
* Can be with bullets
* Flying enemy entry – out of bound horizontal movement

1. Points:

* Game player will collect points(fruits) –
* There will be three types of fruits.
* Points will increase based on the number of collections of the fruits.

1. Game stage transition within each level –

Conditions:

* Easy: Game timer is set to three minutes for each stage. Goal is to collect 25 fruits to clear the stage.
* Medium: Game timer is set to 2 minutes for each stage. Goal is to collect 35 fruits to clear the stage.
* Hard: Game timer is set to lesser time than other stage minutes for each stage. But Goal is to collect 50 fruits to clear the stage

1. Game over strategies:

* Can fall into the trap.
* Timer can expire.
* Collision with enemies.

1. Lives:

* Game player will have three lives at each stage.